

AMENDMENTS TO THE CLAIMS

Upon entry of the present amendment, the status of the claims will be as is shown below. This listing of claims replaces all previous versions and listings of claims in the present application.

Listing of Claims:

1. (Currently Amended) An electronic chat joining method ~~in which a chairman who opens an electronic conference sets an area on a database for storing chat messages, and in which guests who join said electronic chat send requests for access to said area to the database from video game terminals of the guests, the method comprising:~~

requesting, by a chairman video game terminal, a server to set an area of a database for storing chat messages;

storing setup information, for setting [[said]] the area, in a storage section of a chairman's ~~the chairman~~ video game terminal[[,]];

creating ~~from the chairman's~~, by the chairman video game terminal, an invitation message comprising [[said]] the setup information stored in [[said]] the storage section[[,]];

giving, by the chairman video game terminal, an instruction ~~from the chairman's video game terminal~~ for transmission of [[said]] the invitation message[[,]];

transmitting ~~from the chairman's video game terminal~~ an the invitation [[signal]] message comprising [[said]] the setup information from the chairman video game

~~terminal~~ to ~~said~~ ~~guests'~~ a guest video game ~~terminals~~ terminal based on ~~only said the~~ instruction[[,]];

~~receiving at the guests'~~, by the guest video game ~~terminals~~ said terminal, the invitation [[signal]] message;

~~and obtaining, by the guest video game terminal, [[said]] the~~ setup information from the invitation message[[,]];

~~creating at the guests'~~, by the guest video game ~~terminals~~ terminal, an access request ~~signals~~ comprising said signal based on the setup information; ~~and~~;

transmitting, from the ~~guests'~~ guest video game ~~terminals~~ terminal to [[said]] the database, [[said]] the access request ~~signals~~ signal created by the guest video game terminal [[solely]] in response to ~~each guest's~~ the guest video game terminal receiving a guest instruction,

the database area storing chat messages that are sent to and from the video game ~~terminals~~;

wherein the setup information is not visible on the ~~guests'~~ guest video game ~~terminals~~; ~~and terminal~~.

wherein the setup information includes a password, ~~which that~~ is communicated from the ~~chairman's~~ chairman video game terminal to at least one of the server-a and/or the guests' and the guest video game ~~terminals~~ terminal without modification, ~~the password being used for initiating and authenticating setting the area in the storage section of the chairman's video game terminal and that initiates and authenticates access to the area of the database by the guest video game terminal, and~~

wherein the invitation message is created by the chairman video game terminal during a process of setting the area of the database for storing chat messages.

2. (Currently Amended) The electronic~~—conference chat~~ joining method according to claim 1, wherein ~~[[said]]~~ the setup information comprises at least one of a name of ~~[[said]]~~ an electronic conference and a code number for accessing ~~[[said]]~~ the area of ~~[[said]]~~ the database.

3. (Currently Amended) The electronic~~—conference chat~~ joining method according to claim 1, further comprising:

~~receiving at the chairman's, by the chairman video game terminal, an opening response signal from [[said]] the server, [[said]] the opening response signal indicating that [[said]] the area of the database has been set in said database, said, the opening response signal comprises comprising~~ an ID number for allowing ~~[[said]] the~~ server to identify ~~[[said]] the~~ area of ~~[[said]] the~~ database[.];

~~transmitting from the chairman's terminal said the~~ invitation ~~[[signal]] message~~ containing ~~[[said]] the~~ ID number from the chairman video game terminal to the guest video game terminal[.]; and

adding ~~[[said]] the~~ ID number contained in ~~[[said]] the~~ invitation ~~[[signal]] message to [[said]] the~~ access request signal.

4. (Currently Amended) The electronic~~—conference chat~~ joining method according to claim 3, wherein ~~[[said]] the~~ setup information comprises at least one of a

name of [[said]] the electronic conference and a code number for accessing [[said]] the area of [[said]] the database.

5. (Currently Amended) An electronic chat joining system—in which—a chairman who opens an electronic conference sets an area on a database, the database area storing chat messages that are sent to and from video game terminals and in which guests who join said electronic conference send requests for access to said area to the database from video game terminals of the guests, comprising:

the system comprises a chairman's a chairman video game terminal comprising an area requestor that requests a server to set an area of a database for storing chat messages, a storage that stores setup information for setting said area, an invitation message creator that creates an invitation message comprising said setup information stored in said storage, an instruction device that gives an instruction for transmission of said invitation message created by [[the]] said invitation message creator, and an invitation signal transmitter that transmits [[an]] said invitation [[signal]] message comprising said setup information to ~~said guests' video game terminals solely a~~ guest video game terminal in response to said instruction from [[the]] said instruction device[,]; and

~~said guests' guest~~ video game ~~terminals~~ terminal comprising a setup information retriever that receives said invitation [[signal]] message and obtains said setup information, an access request signal source that creates [[an]] the access request ~~signals~~ signal comprising said setup information obtained by [[the]] said setup information retriever, and a request signal transmitter that transmits, to said database, said access

~~request signals~~ signal created ~~[[at]]~~ by said access request signal source ~~solely~~ in response to ~~each guest's~~ said guest video game terminal receiving a guest instruction,

wherein ~~[[the]]~~ said setup information is not visible on ~~the guests' video game terminals;~~ and said guest video game terminal,

wherein ~~[[the]]~~ said setup information includes a password, ~~which that~~ is communicated from ~~the chairman's~~ said chairman video game terminal to at least one of the server and/or the guests" and the guest video game terminals terminal without modification, ~~the password being used for initiating and authenticating setting the area in the storage section of the chairman's video game terminal and that initiates and authenticates access to the area of the database by the guest video game terminal, and~~

wherein said invitation message creator creates the invitation message during a process of setting the area of the database for storing chat messages.

6. (Currently Amended) The ~~electronic-conference~~ chat joining system according to claim 5, wherein said setup information comprises at least one of a name of ~~[[said]]~~ an electronic conference and a code number for accessing said area of said database.

7. (Currently Amended) The ~~electronic-conference~~ chat joining system according to claim 5, wherein ~~said chairman's~~ chairman video game terminal further comprises a receiver that receives an opening response signal from said server, said opening response signal indicating that said area has been set in said database,

said opening response signal ~~comprising~~ comprises an ID number for allowing said server to identify said area of said database,

~~wherein~~ said invitation signal transmitter transmits said invitation ~~[[signal]]~~ message comprising said ID number, and

~~wherein~~ said access request signal source adds said ID number contained in said invitation ~~[[signal]]~~ message to said access request signal.

8. (Currently Amended) The ~~electronic-conference~~ chat joining system according to claim 7, wherein said setup information comprises at least one of a name of ~~[[said]]~~ an electronic conference and a code number for accessing said area of said database.

9. (Currently Amended) A ~~recording~~ tangible computer-readable medium having programs recorded thereon, ~~said programs controlling video game terminals in an electronic conference joining system in which a chairman who opens an electronic conference sets an area on a database, the database area storing chat messages that are sent to and from video game terminals and in which guests who join said electronic conference send requests for access to said area to the database from video game terminals of the guests, comprising:~~

~~said recording medium being readable by a computer and having, to control said chairman's video game terminal, a program recorded thereon for causing said computer a~~ chairman code segment that causes a chairman video game terminal to request a server to set an area of a database for storing chat messages, store setup information for setting

[[said]] the area in a storage section, create an invitation message comprising [[said]] the setup information stored in [[said]] the storage section, give an instruction for transmission of [[said]] the invitation message, and transmit [[an]] the invitation [[signal]] message containing [[said]] the setup information to ~~said-guests'-terminals~~ solely the guest video game terminal in response to [[said]] the instruction[[,:]];

~~said-recording-medium-having, to control said-guests' video game terminals, a program recorded thereon for causing said-guests' video game terminals~~ a guest code segment that causes the guest video game terminal to receive [[said]] the invitation [[signal]] message and ~~obtaining-said~~ obtain the setup information, create an access request-signals signal comprising [[said]] the setup information, and transmit, to [[said]] the database, [[said]] the access request-signals-solely signal in response to ~~each-guest's~~ instruction the guest video game terminal receiving a guest instruction[[,:]]

wherein the setup information is not visible on the ~~guests' guest~~ video game terminals terminal[[,:]] and

wherein the setup information includes a password, ~~which that~~ is communicated from the ~~chairman's~~ chairman video game terminal to at least one of the server and/or the ~~guests' and the guest~~ video game terminals terminal without modification, ~~the password being used for initiating and authenticating setting the area in the storage section of the chairman's video game terminal and that initiates and authenticates access to the area of the database,~~

wherein the invitation message is created by the chairman video game terminal during a process of setting the area of the database for storing chat messages.

10. (Cancelled)

11. (Currently Amended) The electronic chat joining method according to claim 1, further comprising:

creating, from the ~~chairman's~~ chairman video game terminal, a chat opening message comprising a type of the chat opening message, a message title, and a text box, which are required to transmit the invitation message to the ~~guests~~² guest video game terminal[.];

giving an instruction from the ~~chairman's~~ chairman video game terminal for transmission of the chat opening message[.]; and

transmitting, from the ~~chairman's~~ chairman video game terminal, a chat opening signal based on the instruction.

12. (Previously Presented) The electronic chat joining method according to claim 11, wherein the chat opening message further comprises input columns for an alias name of the chairman and the password which are required to request the server to open an electronic conference room.

13. (Previously Presented) The electronic chat joining method according to claim 11, wherein the input columns for the alias name in the chat opening message is displayed as an electronic conference room name in the invitation message.

14. (Currently Amended) The electronic chat joining method according to claim 11, further comprising:

transmitting a command for inviting selected guests from the ~~chairman's~~
chairman video game terminal; and

editing the invitation message by selecting guests from an address book while the chat opening process is in progress.

15. (Previously Presented) The electronic chat joining method according to claim 3, further comprising generating a command for inviting selected guests by obtaining the alias name and the password from the chat opening message and obtaining the chat ID from the opening response signal.

16. (Currently Amended) The electronic chat joining method according to claim 15, wherein the password and the chat ID are recognized by the ~~guests'~~ guest video game ~~terminals~~ terminal during the exchange of the signals but are not communicated to the ~~guests~~ guest through the screen.

17. (New) The electronic chat joining method according to claim 1, further comprising transmitting, from the guest video game terminal to the chairman video game terminal, an invitation answer signal in response to the guest video game terminal receiving the guest instruction.

18. (New) The electronic chat joining method according to claim 1, wherein the chairman video game transmits the setup information to the server when requesting the server to set the area of the database for storing chat messages.

19. (New) The electronic chat joining system according to claim 5, wherein said guest video game terminal further comprises an invitation answer transmitter that transmits, to said chairman video game terminal, an invitation answer signal in response to said guest video game terminal receiving said guest instruction.

20. (New) The electronic chat joining system according to claim 5, wherein said area requestor transmits said setup information to said server when requesting said server to set said area of said database for storing chat messages

21. (New) The tangible computer-readable medium according to claim 9, wherein said executable chairman code segment, when executed, causes the guest video game terminal to transmit, to the chairman video game terminal, an invitation answer signal in response to the guest video game terminal receiving the guest instruction.